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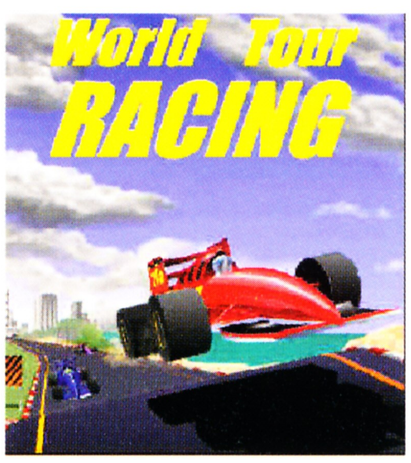

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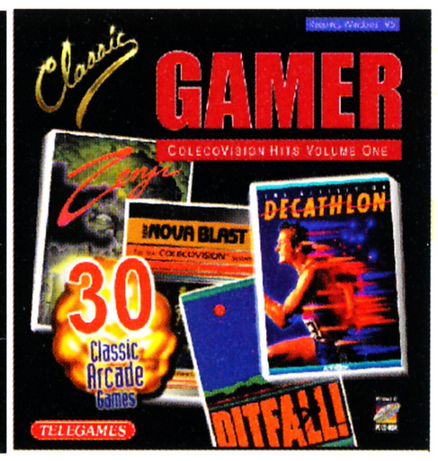

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WELCOME & THANKS

Welcome to Classic Gaming Expo 2000! On behalf of everyone involved with the show, we'd like to thank you for your dedication, loyalty, and support.

As we usher in the new millennium with a new show, we feel that we've been successful in upholding our tradition and primary goal: To produce an expo celebrating the roots and history of videogames that is run BY classic gamers, FOR classic gamers. The feedback we received from last year's show indicated that most everyone in attendance had a blast, and we hope that you'll feel the same way after this show has passed... A place to meet your friends and heroes in the classic gaming world. We hope this year's show will remain one of your fondest gaming memories in the years to come.

We take great pride in the fact that we have been able to keep the show going despite losses involving time, money, and friends. This has truly been a labor of love for us and we're very appreciative that the vast majority of classic game fans have embraced and supported our efforts. From our distinguished guests who have again graciously donated both their time and money to attend, to the sponsors and exhibitors who have backed us with financing and services, to the hundreds of attendees that are spending their vacations here in Las Vegas, you are the people responsible for making this show a success. As you wander around the expo, take a moment to realize that this is your show and it's your support that's making it happen.

We'd like to take a moment and introduce our two newest organizers of Classic Gaming Expo, Joe Santulli and Tom Keller. Joe is the publisher of Digital Press, the bi-monthly publication covering classic and modern video games, as well as the Digital Press Collector's Guide, which is well-known as the bible of classic video game information. Joe was put in charge of our Public Relations efforts and wasted no time in securing media attention for the show.

Tom Keller has previously served as an organizer to Classic Gaming Expo in all aspects except title alone. Tom processes all credit card orders for tickets through his Video Game Depot web-site and along with his wife Debra, handles all aspects of putting together the show program that you are currently reading. Tom and Debra have provided other invaluable assistance and have saved our butts more than once.

Remember, like last year, that the distinguished guests are essentially here to meet YOU. Your first reaction upon seeing the "Alumni" badge that our special guests are wearing might be one of awe. Take a minute to come to your senses and approach the guests and let them know how much you appreciate their work and how it influenced your life. Most of them would love to talk about the work they did back then and are honored that we fans have such a fascination for it.

We'd like to send out a special thanks to all the Sponsors, Exhibitors, Special Guests, Volunteers, and Attendees for their support. Without all of us working together, this show wouldn't be happening right now. Extra thanks are in order for those who went above and beyond the call of duty in helping to organize this event; namely Debra Keller, Rob Mundo, Brian Mundo, Don Rogers, Jeff Randles, Don Evanoff, Tim Arnold, Walter Day, Kevin Horton, and anyone else whose name escapes us at this moment.

Once again, Welcome to Classic Gaming Expo 2000! In the words of our newest organizer, Joe Santulli... "Game On!"

The CGExpo Staff

John Hardie, Sean Kelly, Joe Santulli, and Tom Keller

Classic Gaming Expo is a Production of CGE Services Corp.

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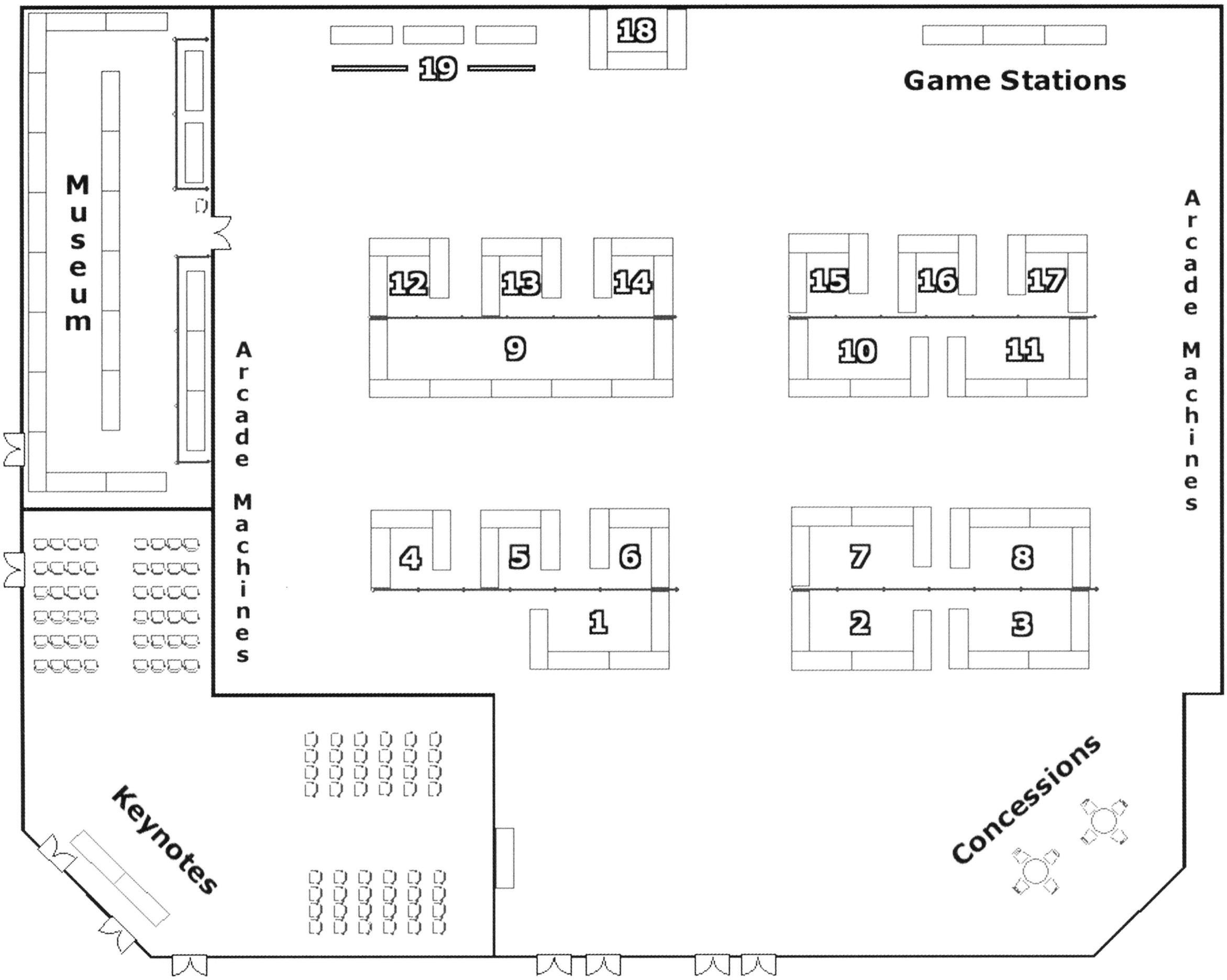

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Additional Exhibitors

Classic Game Creations
Marvin Lambright Sales
Mark's Space Ace Arcade Supplies
Twin Galaxies

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SCHEDULE

SATURDAY

10:00 AM	Show Opens
10:00 AM - 5:00 PM	Vendors/Exhibitors (Main Hall)
10:00 AM - 5:00 PM	CGE 2000 Museum Exhibit (Museum Room)
10:00 AM - 5:00 PM	Home Videogame Game Station Free Play (Main Hall)
10:00 AM - 5:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
10:00 AM - 5:00 PM	Twin Galaxies Hi-Score Competition (Main Hall)
1:00 PM - 3:00 PM	Game Tournament (Main Hall)
5:00 PM	Show Closes
5:15 PM - 6:45 PM	Collectors' Buy/Sell/Swap Session (Conference Room)

SUNDAY

10:00 AM	Show Opens
10:00 AM - 4:00 PM	Vendors/Exhibitors (Main Hall)
10:00 AM - 4:00 PM	CGE 2000 Museum Exhibit (Museum Room)
10:00 AM - 4:00 PM	Coin-Op Free Play (Main Hall)
10:00 AM - 4:00 PM	Home Videogame Game Station Free Play (Main Hall)
10:00 AM - 4:00 PM	Arcade Game Raffle (Tim Arnold's Booth)
10:00 AM - 4:00 PM	Twin Galaxies Hi-Score Competition (Main Hall)
12:00 AM - 2:00 PM	Game Tournament (Main Hall)
4:00 PM	Show Closes

ALUMNI

RALPH BAER

Ralph designed the first videogame, the Magnavox Odyssey. He was the creative force behind such items as the Coleco Telstar Arcade system, Milton Bradley's Simon, and the Coleco Kid Vid peripheral for the Atari 2600. Ralph holds over 150 patents worldwide in his name.

JAN BOEHM

Jan started her six year career in Atari's Software Department where she gradually assumed the technical tasks involved in prototyping pre-released games: downloading games-in-process, EPROM board assembling, and overseeing game testing. Jan eventually became the liaison between Purchasing, the Software Dept., and Manufacturing, and supervised all new ROM products from early development through final release. Jan is known as the "Prototype Lady" in collecting circles because many of Atari's protos state: "Return to Jan Boehm, Consumer Division, Software Dept."

STEVE CARTWRIGHT

Steve was one of the ace programmers at Activision. Over the years he has entertained us with such hit titles as Megamania, Frostbite, Barnstorming, Plaque Attack, and Seaquest for the Atari 2600, as well as Hacker & Hacker 2 for various computer systems.

GARTH (TONY) CLOWES

Tony founded Entex Industries, Inc. in 1969. Entex became a leader in electronic products building up to worldwide sales of close to $100 million utilizing many of Clowes' inventions including the world's first true voice recognition products and the first multi-player electronic games. Entex is best known in videogame circles for it's Adventurevision console as well as it's line of incredible handhelds including the best-selling Space Invaders game.

DAVID CRANE

Best known for the Activision mega-hit Pitfall, David actually got his start at Atari where he created such hits as Slot Machine, Outlaw, and Canyon Bomber. At Activision, he designed a string of hits including: Activision Decathlon, Dragster, Fishing Derby, Freeway, Ghostbusters, Grand Prix, Laser Blast, Skateboardin', and Super Skateboardin' (7800). Other titles include A Boy and His Blob, Little Computer People, and Amazing Tennis. In addition to his software achievements, David is a hardware whiz who helped in the design of the Atari 800 computer's operating system, as well as two integrated circuits designed for video game applications.

DON DAGLOW

Don got his start by writing the first computer baseball ever made (on a PDP-10 mainframe). He joined Mattel where he wrote Utopia and contributed to TRON Solar Sailor. Don later went to Electronic Arts where he hired numerous former Intellivision programmers and designers to develop such hits as Adventure Construction Set, Earl Weaver Baseball, and Racing Destruction Set.

WARREN DAVIS

At Gottlieb, Warren was the lead designer of the brilliant arcade classic, Q*Bert. His follow-up effort was a futuristic laserdisc game called Us vs. Them. Warren then brought his talents to Williams where he developed Joust 2 and also contributed to NARC.

JOE DECUIR

Joe Decuir worked on the chip and system designs for the Atari 800 and 2600 and also prototyped several games that would validate those designs. After leaving Atari he joined Jay Miner in doing system architecture work for the Amiga 1000, particularly on the Agnus DMA graphics engine.

JAMIE FENTON

At Bally, Jamie designed the classic pinball game, Fireball, which was designed for home use. She later went on to design the Bally Astrocade and the Bally Basic Interpreter. Her arcade achievements are numerous including such classics as Gorf and Robby Roto. Jamie then formed Macromind and coded the fantastic MacroMedia Director.

TOD FRYE

Best known for Pac-man for the Atari 2600, Tod also programmed part of the Swordquest Series as well as a trio of unreleased 2600 games; Xevious, Shooting Arcade, and Save Mary.

ANDY FUCHS

Andy left Hyde St. Recording Studios in 1981 to work as a sound designer and software engineer at Atari, where he developed sounds and music for dozens of 2600 and 5200 games. He developed several sound editors for the Atari 800, and collaborated on a range of sound, music, and speech software. After leaving Atari in 1983, Andy worked at The Software Machine, an educational software startup. He created music and sound editing software for the Apple II, Macintosh, and IBM PC; and designed a sound card for coin-op games.

ALUMNI

ROB FULOP

Rob is the man behind the 2600 conversions of Night Driver and Missile Command, as well as Space Invaders for the Atari 8-bit computers. After Atari, Rob joined Imagic where he wrote the award-winning Demon Attack, in addition to Cosmic Ark and Fathom. For Hasbro, he engineered the design for Sewer Shark and Night Trap. Both of these feature length interactive movies were later released by Digital Pictures.

RANDY GLOVER

Mr. Glover became involved with the computer gaming industry during the exciting and volatile early-to-mid 80's. He started working for Epyx/Automated Simulations when it was just a small group of dedicated programmers, and continued with the company during its evolution into a market leader in computer gaming. Mr. Glover is known for his hit computer games Jumpman and Jumpman Jr., and was also a contributing programmer on Summer Games and Lunar Outpost.

JOHN HARRIS

Best known for his work at Sierra On-Line where he programmed Jawbreaker, Frogger and Mousekattack for the Atari computers, John also designed educational software for the 400/800 while at Blythe Valley Software. For Tigervision, he ported his famous Jawbreaker to the 2600.

BILL HAWKINS

Bill was the ace Vectrex Programmer responsible for Bedlam, Cosmic Chasm, Rip-Off, Star Castle, Web Wars, and the 3-D games, Crazy Coaster and Minestorm. He also programmed the Atari 7800 version of Rampage.

KEITHEN HAYENGA

During his tenure with Atari, Keithen Hayenga designed several games for the Atari 5200 SuperSystem, most notably RealSports Baseball. Groundbreaking for its time, Baseball incorporated digitized speech at a time when home videogame systems required a seperate add-on module for speech synthesis.

BILL HEINEMAN

Bill designed and developed Dragon Wars for the Apple II, London Blitz for the Atari 2600, as well as Bard's Tale III and Mindshadow for the Commodore 64. Bill was also the 1980 Atari VCS Space Invaders Champion.

LEONARD HERMAN

Leonard is an accomplished author who has written articles for Videogaming & Computer Illustrated, Electronic Gaming Monthly, and Games Magazine, well as two books on videogames; Phoenix: The Fall & Rise of Videogames (the definitive book on video game history) and ABC To The VCS (A Directory of Software for the Atari 2600).

ARNIE KATZ

Along with Bill Kunkel and Joyce Worley, Mr. Katz was one of the founders of Electronic Games Magazine, the first and most popular publication devoted strictly to electronic games entertainment.

STEVEN KENT

A respected journalist and video game historian, Steven Kent is a columnist for The Seattle Times, Los Angeles Times, NEXT Generation Magazine and MSNBC.

JOE KING

Joe worked on a greater variety of game systems than any other artist or programmer at Mattel, contributing graphics for games on the Intellivision, Atari 2600, Colecovision, Apple II, and Aquarius. He was also picked to do some demos for Intellivision III and the top secret Intellivision IV. His Intellivision titles included Motocross, Loco-Motion, and Space Shuttle. Joe was also the co-designer of Hover Force and the unreleased Magic Carousel.

GARRY KITCHEN

Garry's first game was Bank Shot, a Parker Bros. hand-held, that was named as one of the 10 best toys of 1980. His first Atari 2600 product was Coleco's Donkey Kong. After joining Activision, Garry designed the award-winning Keystone Kapers, as well as Pressure Cooker and Space Jockey (U.S. Games). Garry moved into the Commodore 64 arena where he created The Designer's Pencil and Garry Kitchen's Gamemaker, which earned him the title of Video Game Designer of the Year in 1985.

BILL KUNKEL

Bill co-founded Electronic Games magazine, the premier Video Game mag of its day. He also had a hand in designing several new magazines including Video Games & Computer Entertainment, Sega Visions and a new incarnation of Electronic Games in 1992. Billis well-known for his popular Game Doctor and Kunkel Report columns.

MICHAEL MINKOFF

Michael wrote Intellivision Snafu, co-wrote PBA Bowling, and was one of several contributors to Space Spartans before moving into management. He became Director of Applications Software, and was responsible for the M-Network line (Atari, IBM PC, Apple II and Aquarius) in addition to some Intellivision products.

ALUMNI

BOB POLARO

Bob's game career started with Commodore where he designed the PET titles, Baseball, Stock Portfolio, and Blackjack. He jumped to Atari and released States And Capitals, Hangman, Biorhythm, Lemonade Stand, and Mugwump for the Atari 8-bit computers. Bob really hit gold when he moved into 2600 development with such unforgettable titles as Defender, RealSports Volleyball, Desert Falcon, SprintMaster and Road Runner. He also designed the 2600 version of Rampage for Activision.

KEITH ROBINSON

Keith joined Mattel as a programmer and designed the game, TRON Solar Sailer. He then moved into a management position where he supervised the production of titles for Intellivision, Coleco, and other platforms. After Mattel sold the Intellivision rights to INTV Corp., Keith started a graphic design firm that was contracted to design the package art for INTV's Intellivision releases until INTV shut down in 1990

STEPHEN RONEY

Stephen co-designed and co-programmed the Intellivoice games Space Spartans, B-17 Bomber, and the unreleased Space Shuttle. He also designed and programmed the unreleased game Hypnotic Lights as well as handling the conversion of Utopia to the Aquarius Home Computer System.

JOHN SEGHERS

John was one of the top programmers for the Atari 5200 game system. In addition to the fantastic Gremlins (arguably the best game made for the system), John also designed RealSports Soccer and the completed but never released Xari Arena. John created several development tools as well including a four voice, touch-pad controlled music editor. After Atari, John worked on the NES version of Indiana Jones and the Last Crusade for Taito Software.

TOM SLOPER

Tom's first game design was a little game watch from GCE called "Game Time". He then moved onto the Vectrex system where he designed Spike and Bedlam. Tom joined Atari Corp. as Director of Product Development where he spearheaded the revitalization of the 2600 and 7800 game systems.

ROBERT SMITH

Like many others, Bob started at Atari where he programmed the best-selling Atari VCS version of Video Pinball. Bob then hooked up with Imagic where he released Riddle of the Sphinx, Star Voyager, Dragonfire, and Moonsweeper. He was then contracted to develop the Atari 2600 version of Star Wars for Parker Bros.

BRAD STEWART

While at Atari, Brad programmed the incredible Asteroids and Breakout games for the 2600 VCS. He also programmed Atari's Music Composer cartridge for the 8-bit line of computers. After Atari, Brad joined Imagic where he wrote the classic game Firefighter as well as the unreleased Sky Patrol. Brad is also responsible for programming the Atari 8-bit computer version of Star Wars for Parker Brothers.

KELLY TURNER

Kelly started programming computer games in 1976, "Back when all we had was teletypes and 10 character-per-second modems." He joined Atari Coin-op in 1984 and spent 10 years there involved in programming, game design, and production. Some of his coin-op achievements include: Super Sprint,Championship Sprint, Vindicators, Tetris, Batman, Badlands, and Off the Wall.

HOWARD SCOTT WARSHAW

Howard Scott Warshaw came to Silicon Valley in 1979 and, after a brief stint at Hewlett Packard, joined Atari. There he produced Yar's Revenge (Atari's biggest selling original game), Raiders of the Lost Ark, and the infamous E.T.

STEVE WOITA

Steve started at Apple where he co-designed a device called the JOYPORT which was licensed by Sirius. The Joyport allowed 4 game paddles and 2 Atari controllers to be hooked up to an Apple II. Steve later went to Atari where he desinged three games for the VCS: Quadrun (the first home videogame withvoice that didn't require extra hardware), Taz, and Asterix. After Atari, Steve did more contract for Apple before going to Tengen to create Super Sprint for the NES.

JOYCE WORLEY

Along with Arnie Katz and Bill Kunkel, Joyce helped found Electronic Games Magazine, the first publication devoted strictly to electronic entertainment. She also concurrently published Electronic Games Hotline, a bi-weekly newsletter which covered the latest news concerning the hobby. Worley, Katz, and Kunkel also did entertainment content for VideoGames And Computer Entertainment Magazine in the late 80's.

MUSEUM

1 **Atari Game Brain** – Atari's unreleased cartridge-based Pong-style machine. Only three of these are known to exist.

2 **Atari Cosmos** – Touted as the first commercially produced device to use holograms, Cosmos never saw the light of day. Until recently, this was thought to be the only one of this handheld cartridge-based system in existence.

3 **Atari Space Invaders** – The system has yet to turn-up, but this is the box for an unreleased LCD handheld game by Atari.

4 **Atari 2600** – Not much needs to be said of the Atari 2600. By far, the most popular system of its era and the system from which the video game market as it is today, grew.

5 **TV Boy Console** – This system is still being produced in one form or another. It is essentially an entire Atari 2600 system that does not accept cartridges although it has 128 games built-in to the system.

6 **Mystique Games** – Mystique released only three games for the Atari 2600 and all three of them were "X-rated". Given the system's limitations, the rating is questionable by today's standards, but the games are cute nonetheless.

7 **Atari 2600 Rarities** – This lot of games consists of arguably the three most difficult to find Atari 2600 games there are - Magicard, Video Life, and Eli's Ladder.

8 **Atari CX-2000 (Brown)** – Essentially an Atari 2600 with two built-in controllers. The cartridge port is in the back and apparently the system was designed as a "laptop" 2600.

9 **Atari CX-2000 (Blue)** – Here is the second version of the CX-2000. The system is identical to the brown unit except for the coloring. The color scheme was changed from brown to blue when Atari decided to shift its focus to targeting the system to children (hence the brighter color.)

10 **Kee Games 2600** – Before there was Atari, there was Kee Games. If you ask us, this model of the 2600 is much more stylish than what they settled on. Eliminating the colors was most likely a cost-savings decision.

11 **Atari 2700** – What you have here is a remote control Atari 2600. The controllers are battery-operated and wireless and the console itself is a bit more hi-tech looking.

12 **Atari 2800** – Atari's entry into the Japanese video game market, the Atari 2800 did not do very well overseas. It is extremely sought-after by collectors worldwide.

13 **Compumate Keyboard** – Several different companies announced plans for a peripheral that would turn the Atari 2600 into a computer. Spectravision is the only one that made one available on a wide-scale although it is most prevalent in Europe.

14 **Copycart Set** – An interesting little device in that it's sole purpose is to copy Atari 2600 cartridges. Plug a cartridge into the Copycart, and it will read the game's data and store it within itself allowing the user to play the copied game.

15 **Gameline Modem** – Plug the gameline modem into the 2600's cartridge port and connect a phone line to it and you're online Atari 2600 style. Games could be downloaded and played as long as the system is left powered-up.

16 **KidVid Controller** – Coleco's KidVid controller is an interesting concept. With the use of special cartridges and a special tape player, the 2600 would turn the tape player on and off adding audio to certain parts of gameplay.

17 **Mindlink Controller** – Atari designers must have been under the influence of some sort of mind-altering substance when they came up with this beast. Supposedly, (no, it does not work) this device could read your thoughts and control a game based on them

18 **Amiga Joyboard** – Intended for use with Amiga's Mogul Maniac Atari 2600 game, skiiers would stand on this device and sway back and forth to control their character on-screen.

19 **Personal Game Programmer 1** – Answer software just barely released this device. It was completed at around the same time the video game market was crashing. Acts much like a Game Genie or Game Shark in that it allows you to alter certain elements of games. However, it was much more flexible (and hence, more complex as well.)

20 **Starpath Supercharger** – The folks at Starpath came up with an interesting way of beating the 2600's memory limitations. All Starpath games are stored on audio cassettes and must be loaded into the device from a standard cassette player.

21 **Supercharger Demo Unit** – This device, when used in conjunction with the Starpath Supercharger, will play "snipets" from most Starpath games.

22 **Atari 5100** – A prototype "down-to-earth" model of the Atari 5200. The controller storage area is gone making the system much more comparable, size-wise, with other systems of it's era.

23 **Atari 5200 (w/Trak-ball Controller)** – While competitive when compared to its rivals, the 5200 SuperSystem's sales paled in comparison to its predecessor, the Atari VCS (2600.) The unreliable and imprecise standard controllers were the achilles heel of an otherwise excellent game console that featured fantastic games.

24 **5200 Kid's Controller** – Here's a non-functional prototype of the 5200 version of the Kid's Controller. This was to be used with planned games such as Astro-Grover and Big Bird's Hide & Seek..

25 **5200 Paddle Controller** –Only a couple of these are known to exist. Developed by a gentleman named Gary Rubio.

26 **Starcon 5200 Arcade Joystick** - This is the first one of these that has been found. Great digital control and even has a keypad.

27 **5200 Tempest** – Why Atari didn't complete and release the 5200 version of Tempest is beyond us. The game is very well-done and plays a damn good game of Tempest.

28 **Hotel Atari 5200** – The Hotel 5200 was used in, you guessed it - hotels. Four games were housed inside the console and a knob on top of the system allowed the user to select from the four.

29 **Masterplay Interface** – One of several attempts at a remedy for the Atari 5200's controller woes. The Masterplay Interface allowed the use of a standard Atari 2600 Joystick in place of the stick portion of the 5200 controller. The player's choice.

30 **Atari 7800** – Atari had this system designed and waiting in the wings long before Nintendo released its NES but was afraid the market would not embrace another system. After the NES's success, Atari released their 7800 - too little, too late.

31 **Clear Atari 7800 w/stick** – In the prototyping stages of hardware design, color is often left-out as they fine-tune the plastic work. Here we have a colorless Atari 7800 and joystick.

32 **Atari 7800 Keyboard** – Very little is known about this prototype Atari 7800 keyboard as the as yet undiscovered software was needed to use it on the 7800. Yet another of Atari's scrapped computer conversion plans.

33 **Intellivision** – Mattel had a specific gamer in mind with their entry into the video game market. They were after someone looking for a little more than the 2600 could offer (namely complexity and sophistication) and did very well with Intellivision despite never quite "catching" the 2600 in sales.

34 **Intellivision II** – Plays all the same games as Intellivision 1 but offers a more streamlined console and detachable controllers. It is also compatible with the ECS computer system that will not work on Intellivision 1.

35 **Intellivision Test/Demo Carts** - Some of the various Test and Demonstration cartridges by Mattel.

36 **Intellivision ECS Computer** – Mattel's ECS computer adapter was widely available. It has six games available for it as well as a music synthesizer.

37 **Intellivision Music Synthesizer** – Must be plugged in to the Intellivision ECS computer and an Intellivision 2 system. The Melody Master cartridge is intended for use with this keyboard.

38 **Intellivision Atari 2600 Adapter** – If you can't beat em, make it possible for all their games to be played on your system. This device allowed Intellivision 2 to play all Atari 2600 games.

39 **Intellivoice** – Intellivoice is not a voice synthesizer but rather plays back actual voice samples stored in compatible game cartridges. Only four games were released that took advantage of this peripheral.

40 **Intellivision Playcable** – Hook your Intellivision up to your cable TV and download games from your TV. The service was offered only in Canada for the most part but was available in select US cities.

41 **Intellivision Imagic Prototypes** – One of the biggest problems in developing games for play on Intellivision was it's extremely non-standard architecture. Prototypes were often much larger than standard cartridges in order for testing to be economical.

MUSEUM

42 **Intellivision Draughts** – Just another name for Checkers but highly sought-after by those wishing to have a complete Intellivision collection.

43 **Tutorvision Cartridges** – Tutorvision was a re-styled Intellivision 1 system intended for release by World Book as an educational system. Only one system has been located to date and these empty casings are the only remnants of cartridges for the system.

44 **ColecoVision** – ColecoVision was the first of the "third-wave" systems (5200 and Vectrex being the others) offering "arcade-like" graphics. Coleco was rushed to get the systems on the market and they were notorious for break-downs.

45 **ColecoVision 2600 Adapter** – Coleco showed no fear in releasing this system that is essentially a complete Atari 2600 system. Atari sued over infringement, but both sides later settled. With this expansion module, ColecoVision gamers were happily able to play most Atari 2600 games on their system.

46 **ColecoVision Driving Controller** – This controller was designed for driving games and came complete with the arcade smash Turbo packed-in.

47 **Telegames Personal Arcade** – Telegames bought the rights to much of the ColecoVision hardware and software from Coleco and released their own ColecoVision compatible system. Designed and manufactured by a company called Dina.

48 **Odyssey** – The very first cartridge-based video game system. In order to offer a color effect, plastic overlays had to be placed on the TV screen.

49 **Odyssey 2** – Magnavox's Odyssey 2 was the only system to offer a complete computer keyboard as part of the system, even if it was actually more of a crude, membrane keypad. Their claim was that the "keyboard is the key" although it placed a distant third to Atari's and Mattel's systems in terms of sales.

50 **Odyssey "The Voice"** – The only true voice synthesizer available for any classic system and it did a damn fine job at it to boot.

51 **Bally/Astrocade** – Bally's system was best known for it's translation of a sleeper arcade hit Wizard of Wor. The controllers are odd but functional and the games are comparable to early Atari 2600 offerings in most instances.

52 **Vectrex** – If there ever was a victim of timing, Vectrex is it. It's the only system of its era to utilize vector graphics and offer a built-in monitor.

53 **Vectrex 3D Imager** – Slightly ahead of their time, GCE offered this very respectable pair of 3D goggles for use with three specially programmed games. You won't make any fashion statements wearing these babies, but the effect is cute.

54 **Vectrex Carrying Case** – The carrying case had to be "sent away for" so it seems not many units were sold as is it's very difficult to find.

55 **Vectrex Dust Cover** – In much the same boat as the carrying case, not many Vectrex dust covers have turned up over the years.

56 **Vectrex Light Pen** – Only three games make use of the Vectrex light pen and none of them are all that interesting.

57 **Emerson Arcadia** – Emerson seemed to go a different route than any other video game company of it's era. They decided to license their technology all over the world. This console exists under MANY different names and never did well in the US.

58 **Fairchild Channel F** – Believe it or not, this system actually was released before the Atari 2600, making it the first programmable game machine in history. Fairchild either didn't have the bucks or marketing know-how to make tneir system a hit.

59 **RCA Studio II** – We wish we knew what RCA had in mind when they released this system. At the time of it's release, there were already far superior systems on the market so the Studio 2 never stood a chance.

60 **Coleco Tabletops** – These are among the most highly sought-after by handheld collectors. Coleco's mini-arcades were designed to look like their arcade counterparts and did very well.

61 **Entex Handhelds** – PacMan2, Defender & Galaxian 2. Los Angeles-based Entex was a big player in the late 1970's and early 1980's in the handheld market. These trio of arcade licensed titles were quite successful for their time.

62 **Microvision** – Milton Bradley's Microvision was the one of the few and certainly the most successful "cartridge-based" handhelds of its era.

63 **Electronic Games Magazine** – Electronic Games was the premier (and very first) video game publication in the early 80's. Despite several competitors, nobody could touch EG as king of the hill.

64 **Odyssey Carrying Case** - A carrying case for the original Odyssey.

65 **Revege of the Jedi Game Boxes** - The games were never made but these mock-up boxes were recently found.

66 **Atari Mirai system** - XE style casing complete with pastel colored buttons and a Neo-Geo size cartridge port. Was this Atari's next game console?

67 **Columbia Home Arcade** – The Atari VCS-compatible system was offered by the Columbia House Video Game Club. The system includes two controllers which are combination paddles/joysticks. Essentially a re-badged Coleco Gemini.

68 **Video Game Brain** – Allows six cartridge input, with the ability to switch between them. By RGA International

69 **"Brown Box"** – This is the very first demo unit of what eventually became the Odyssey, the first ever system designed for playing games on a home TV set. It was the brainchild of Ralph H. Baer (Chief Engineer for Equipment Design at Sanders Associates at the time) and was engineered and built with help from Bill Harrison in 1968. It was later licensed to Magnavox, and the Odyssey was born in 1972. The "Brown Box" is the first ever prototype of a home TV video game machine.

70 **Atari Pong** – The home version of Atari's wildly successful Pong.

71 **Atari 2600 Test Console** - Dealer console used to test the various components of the 2600.

72 **Coleco Telstar Arcade** – Not to be mistaken with the Coleco Telstar (a dedicated early Pong machine), the Telstar Arcade was a color game console designed by Ralph Baer of Odyssey fame.

73 **Entex Adventurevision** – Perhaps the coolest handheld ever designed, this rare system uses LED's that are shown onto a spinning mirror to display the game screens. The Adventurevision takes cartridges, but only 4 games were released for the system.

74 **Entex Select-A-Game** – This handheld uses Vacuum Fluorescent Display in a different way. The unit itself doesn't contain a game. The games were cartridges that when plugged into the unit, provided "different" games. Only 8 games were released for the system.

75 **Atari Video Pinball** – This dedicated console played a game of pinball very similar to the Video Pinball cartridge for the VCS, only the flippers were controlled by two "knobs" on the side of the console instead of the VCS joystick.

76 **Atari Video Music** – Talk about a device that was tailor made for the funky-fly 70s. Atari planned to appeal to the disco/psychedelic crowd with its stereo-looking device that was to attach to your television and stereo to produce some wacky animations on the tube. Don't expect anything better than archaic 2600-type stuff, however.

77 **Atari His & Her Lynxes** - Two Lynx systems colored blue & pink.

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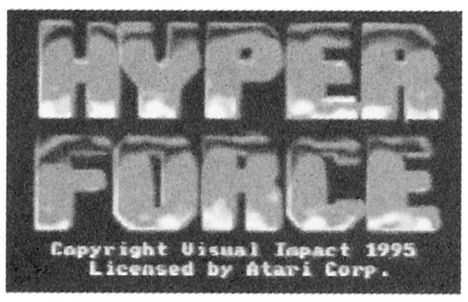

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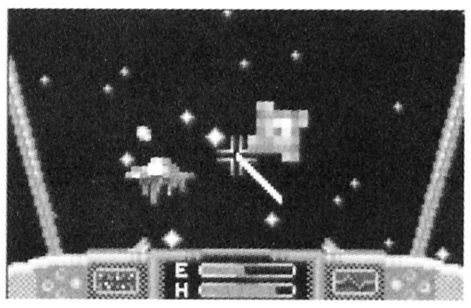

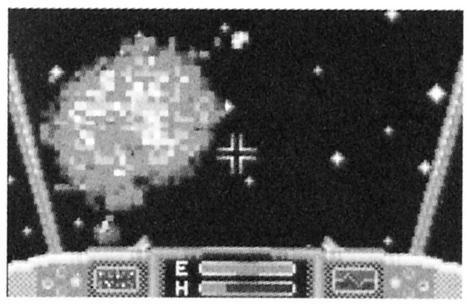

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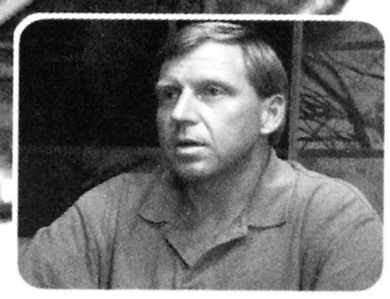

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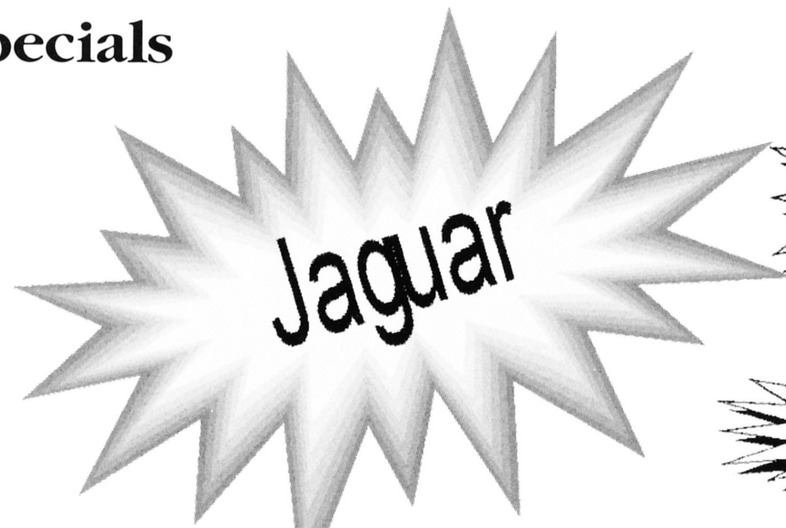

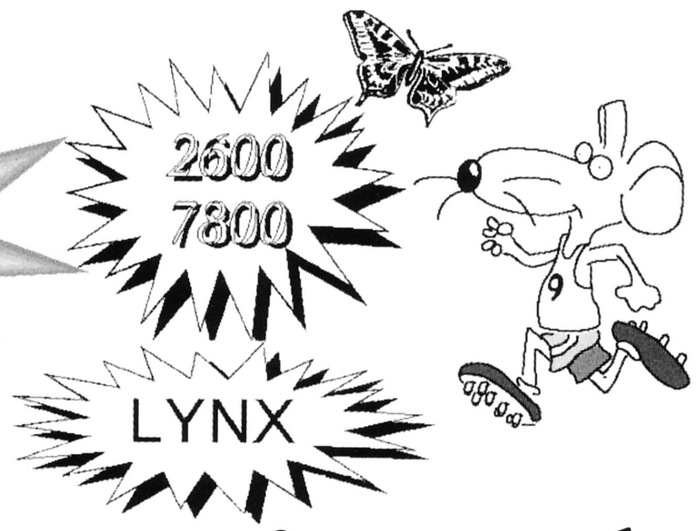

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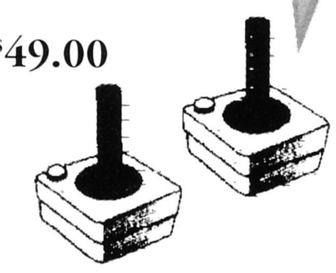

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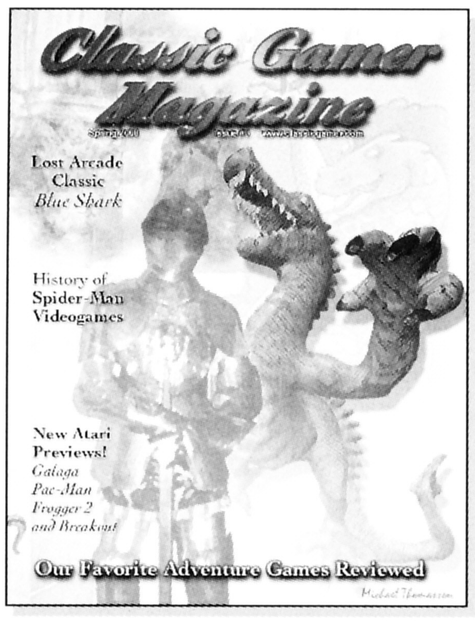

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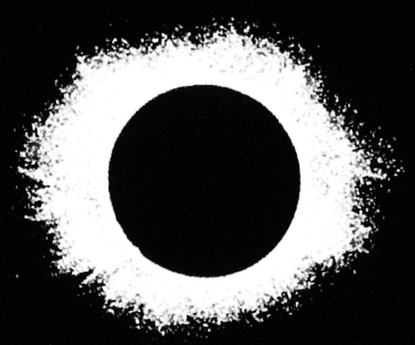

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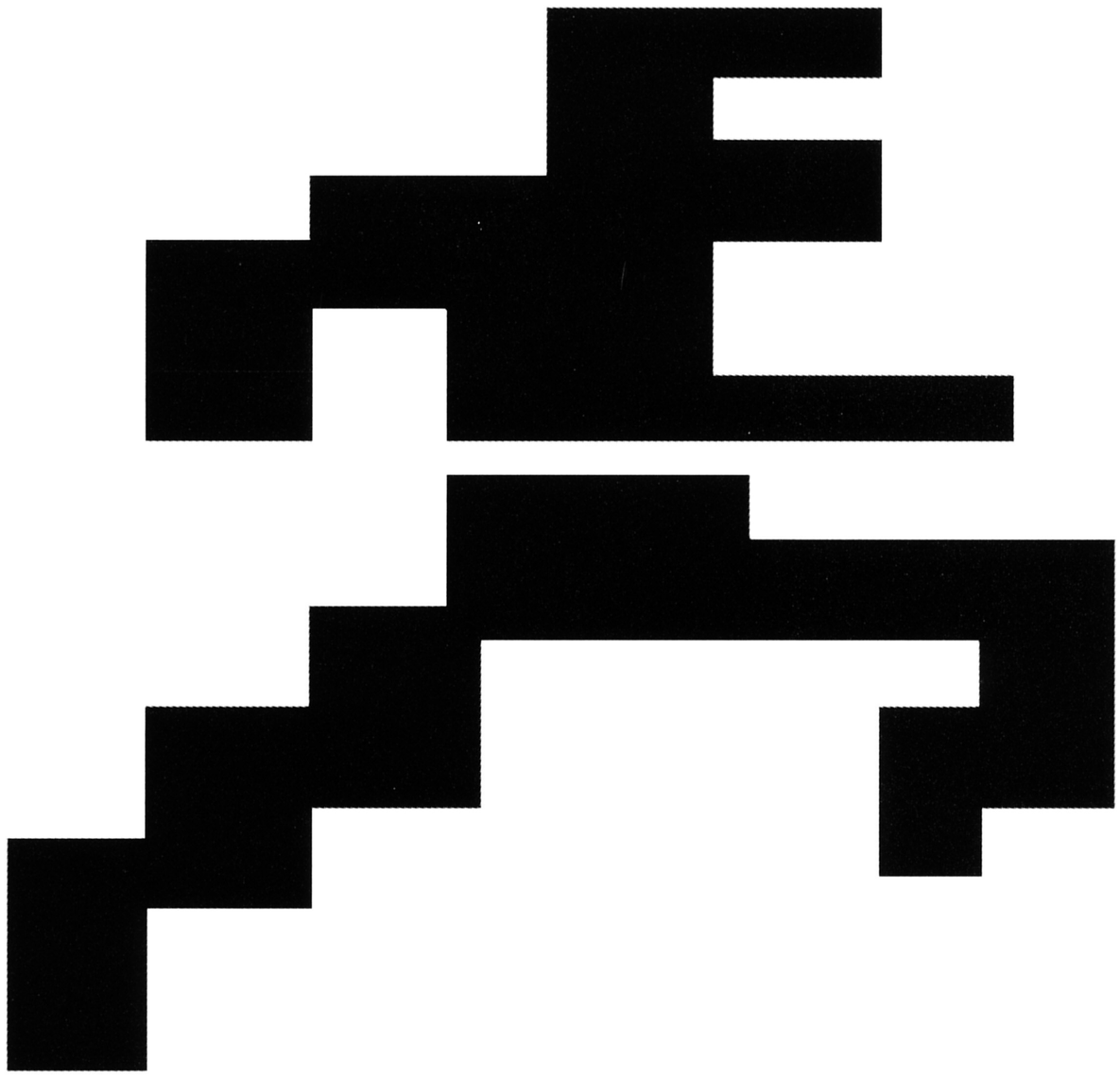

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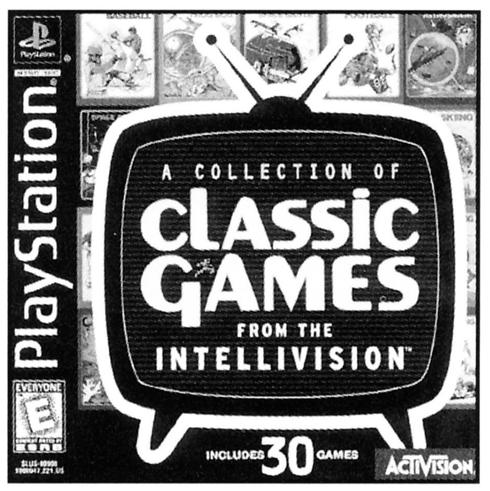

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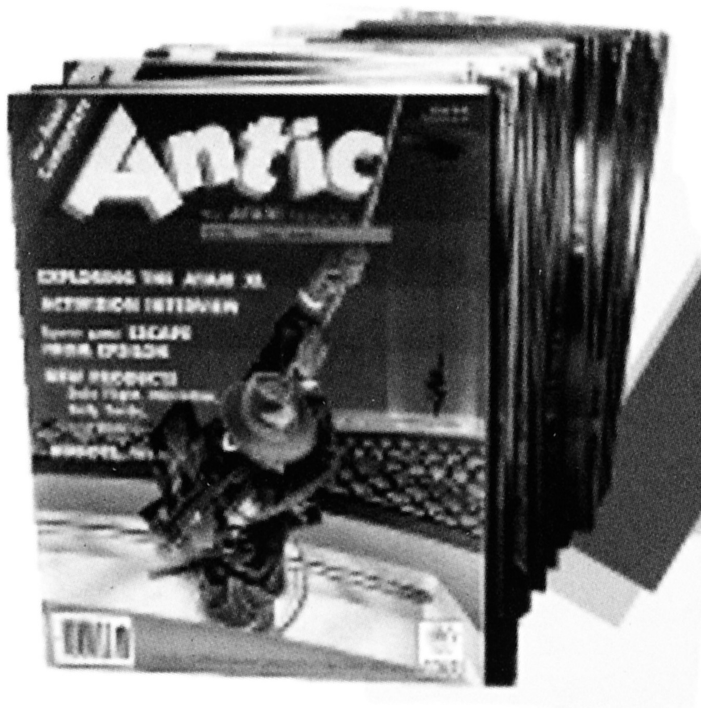

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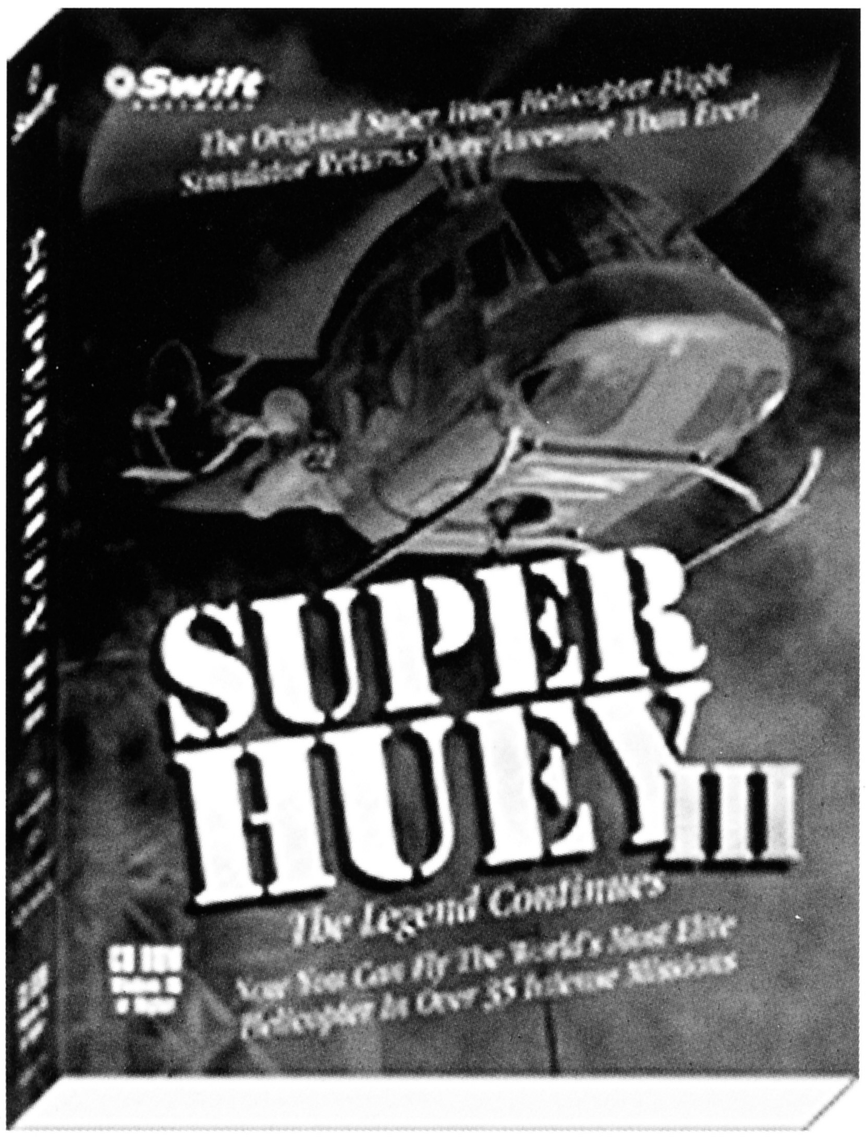

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